



EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT.

A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE UNDETECTED EPILEPTIC SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME - DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT OR CONVULSIONS - IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

COPYRIGHT

HERE AT PSYGNOSIS WE ARE DEDICATED TO BRINGING YOU THE BEST IN COMPUTER ENTERTAINMENT. EVERY GAME WE PUBLISH REPRESENTS MONTHS OF HARD WORK DEDICATED TO RAISING THE STANDARD OF THE GAMES YOU PLAY. PLEASE RESPECT OUR ENDEAVOURS AND REMEMBER THAT COPYING SOFTWARE REDUCES THE INVESTMENT AVAILABLE FOR PRODUCING NEW AND ORIGINAL GAMES; IT IS ALSO A CRIMINAL OFFENCE.

THIS SOFTWARE PRODUCT, INCLUDING ALL SCREEN IMAGES, CONCEPTS, AUDIO EFFECTS, MUSICAL MATERIAL AND PROGRAM CODE IS MARKED BY PSYGNOSIS LTD WHO OWN ALL RIGHTS THEREIN INCLUDING COPYRIGHTS. SUCH MARKETING OF THIS PRODUCT GIVES ONLY THE LAWFUL POSSESSOR AT ANY TIME THE RIGHT TO USE THIS PROGRAM LIMITED TO BEING READ FROM ITS MEDIUM AS MARKED INTO THE MEMORY OF, AND EXPECTED BY, THE COMPUTER SYSTEM TO WHICH THIS PRODUCT IS SPECIFICALLY ADAPTED. ANY OTHER USE OR CONTINUATION OF USE INCLUDING COPYING, DUPLICATING, SELLING, HIRING, RENTING, LENDING OR OTHERWISE DISTRIBUTING, TRANSMITTING OR TRANSFERRING THIS PRODUCT IN CONTRAVENTION OF THESE CONDITIONS IS IN BREACH OF PSYGNOSIS LTD'S RIGHTS UNLESS SPECIFICALLY AUTHORISED IN WRITING BY PSYGNOSIS LTD.

THE PRODUCT ECSTATICA II, ITS PROGRAM CODE, MANUAL AND ALL ASSOCIATED PRODUCT MATERIALS ARE THE COPYRIGHT OF PSYGNOSIS LTD WHO RESERVE ALL RIGHTS THEREIN. THESE DOCUMENTS, PROGRAM CODE AND OTHER ITEMS MAY NOT IN WHOLE OR PART BE COPIED, REPRODUCED, HIRED, RENTED, LENT OR TRANSMITTED IN ANY WAY NOR TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT PRIOR CONSENT IN WRITING FROM PSYGNOSIS LTD. PSYGNOSIS AND ASSOCIATED LOGOS ARE TRADE MARKS OF PSYGNOSIS LTD.

WARRANTY LIMITATIONS

THE DISK(S) INCLUDED WITH THIS PRODUCT ARE GUARANTEED TO BE IN CORRECT WORKING ORDER. IT IS THE PURCHASERS RESPONSIBILITY TO PREVENT INFECTION OF THIS PRODUCT WITH A VIRUS. PSYGNOSIS LTD WILL REPLACE, FREE OF CHARGE, ANY DISKS WHICH HAVE MANUFACTURING OR DUPLICATION DEFECTS. THESE DISKS SHOULD BE RETURNED DIRECTLY TO PSYGNOSIS LTD FOR IMMEDIATE REPLACEMENT.

PSYGNOSIS LTD WILL IN NO WAY ASSUME RESPONSIBILITY OR LIABILITY FOR VIRUS DAMAGE.

THE PSYGNOSIS LTD WARRANTY IS IN ADDITION TO, AND DOES NOT AFFECT YOUR STATUTORY RIGHTS.

CONTENTS

THE SAGA CONTINUES	02
START UP + INSTALLATION	07
MISSION SUMMARY	10
MENUS	10
CONTROLS	13
ICON BAR + ICON PAGE	18
OBJECTS + ITEMS	23
TREASURE	26
WEAPONS	27
MAGIC	30
MAIN ENEMIES	31
HINTS	33
CREDITS	35

ECSTATICA II - THE SAGA CONTINUES

MEDIAEVAL SAXONY, 931 AD.

IT IS OVER A YEAR SINCE OUR HERO BESTED THE FORCES OF DARKNESS IN THE BLIGHTED VILLAGE OF TIRICH, RESCUING THE ENCHANTING ECSTATICA FROM THE CLUTCHES OF THE DEMON HORDE. ENRAPTURED BY HER BEAUTY AND PROFOUND SPIRITUALITY, HE HAS RESOLVED TO MAKE HER HIS PRINCESS. NOW HE AND HIS BELOVED RETRACE THE PATH ACROSS THE MOUNTAINS AND FORESTS OF THE MARCHES, TOWARDS HIS ANCESTRAL CASTLE, WHERE THE TWO LOVERS ARE TO BE WED.

AFTER THREE YEARS OF ABSENCE, ALL THE YOUNG PRINCE CAN THINK OF IS THE LAUGHTER OF HIS FRIENDS, THE RICH ODOUR OF ROASTED MEATS, AND THE SOFT EMBRACE OF HIS WIFE-TO-BE IN THE MATRIMONIAL BED.

AFTER MANY WEEKS OF TRAVELLING, THE YOUNG COUPLE REACH THE GREAT RIVER THAT FORMS THE BOUNDARY OF HIS KINGDOM.

TO THE NORTH OF THE RIVER, THE PROUD MOUNTAINS CLIMB UP TO THE BURIAL GROUND OF HIS ANCESTORS. BETWEEN THE MOUNTAINS LIE VALLEYS WITH DENSE, WILD FORESTS OF GREAT BEAUTY, AND ANCIENT HILLS WHICH, SINCE TIME IMMEMORIAL, HAVE LISTENED PATIENTLY TO THE CEASELESS BABBLING OF THE SPLASHING STREAMS. YET OVER THESE FAMILIAR IMAGES OF HIS HOMELAND HANGS A STRANGE MELANCHOLY, GRIPPING HIM AND HIS BETROTHED WITH A GREATER FORCE THE NEARER THEY APPROACH THE CASTLE - A FEELING THAT BECOMES SUFFOCATING FEAR AS THEY BEGIN TO CLIMB THE UNEVEN PATH ON THE FAR SIDE OF THE RIVER. AS OUR HERO GAZES UP THE STEEP SLOPE HE SEES STRANGE, FIERY COLOURED SHAPES CHASING ACROSS THE SKY IN A WILD DANCE - MONSTROUS, DEMONIC APPARITIONS SUCH AS HAUNT NIGHTMARES ON DARK, MOONLESS NIGHTS. A DREADFUL, INDESCRIBABLE FOREBODING

GRIPS THEM, RETURNING FEARS THEY THOUGHT BURIED FOREVER IN THE CHARNEL OF THE RUINED TIRICH.

ALL AROUND THEM NATURE SCREAMS IN ANGUISH AT THE PRESENCE OF VAST EVIL. WHERE ONCE BIRDS SANG AND WOODLAND CREATURES SCAMPERED THERE IS NOUGHT BUT ACCUSING SILENCE. THE GRASS HANGS DRAB AND LIFELESS, THE YELLOWED STALKS DROOPING AS IF IN EXHAUSTION, AND THE FRUITS ON THE BLASTED TREES AND WITHERED BUSHES HAVE SHRIVELLED GREY AND LIFELESS, THEIR VERY ESSENCE SUCKED OUT BY SOME NAMELESS DREAD. OUR HERO AND ECSTATICA SHARE A GLANCE OF KNOWING DREAD; BOTH HAVE SEEN SUCH DESECRATION BEFORE, AND THE PRINCE GRIPS TIGHTLY TO HIS BELOVED'S ARM, LEST THIS MAELSTROM OF RE-RISEN HORROR OVERCOME THE SANITY HE HAS WORKED SO HARD TO RESTORE.

TWO DAYS' RIDE FROM THE CASTLE A DREADFUL STORM BREAKS OVER THEM, DEMONIC SHAPES DANCING ACROSS THE SKY AS IF IN MALICIOUS GLEE. THE FOUL-SMELLING DROPS THAT FALL FROM ON HIGH ARE AS HEAVY AS LEAD AND BURN LIKE ACID. ALMOST PARALYSED WITH FEAR AND HORROR, THEY SEARCH DESPERATELY FOR SHELTER, BUT THERE IS NO ESCAPE FROM THE UNHOLY, PESTILENT DOWNPOUR. WITHIN SECONDS, THEIR STRENGTH IS SAPPED, AND, BATTERED AND SCALDED, THEY FALL TO THEIR KNEES, RESIGNEDLY SUCCUMING TO THEIR FATE AT THE HANDS OF THIS OVERWHELMING INFERNAL FORCE.

SUDDENLY, A FAINT PHOSPHORESCENCE PIERCES THE EVIL RAIN LIKE A RAY OF HOLY LIGHT. WITH THE LAST OF THEIR STRENGTH, ECSTATICA AND OUR HERO CHASE THIS BEACON OF HOPE, AND SUDDENLY STUMBLE, EXHAUSTED, INTO BLESSED SANCTUARY. THEY FIND THEMSELVES IN A DESERTED CAVE, DRY AND MUSTY. A SMALL BLUISH FIRE IN THE CENTRE PROVIDES LIGHT AND WARMTH, AND AN ATMOSPHERE OF PROTECTION AND SAFETY. OVERCOME WITH RELIEF, THEY SINK TO THE FLOOR NEAR THE FIRE AND FALL INTO A DEEP SLEEP. IN THE AZURE GLIMMER OF THE FIRE, THEY ARE SAFE FOR THE MOMENT FROM THE WRATH OF THE DEMONIC STORM OUTSIDE.

A SHORT TIME LATER, A GENTLE VOICE WAKES OUR HERO FROM HIS SLUMBER. LOOKING ABOUT HIM IN SURPRISE, HE SEES NO-ONE SAVE ECSTATICA, SLEEPING PEACEFULLY NEXT TO HIM. THEN, LOOKING INTO THE FIRE, HE SEES THE KIND FACE OF A PRIESTESS STARING AT HIM FROM THE MIDST OF THE FLAMES.

"LISTEN CAREFULLY, YOUNG PRINCE, FOR I DO NOT HAVE MUCH TIME.

DURING HIS STUDY OF THE OCCULT THE CHIEF SORCERER OF OUR LAND HAS DELVED TOO DEEPLY INTO THE DARK SECRETS OF THE OLD ONES, AND HAS ENCOUNTERED SOMETHING THAT WAS NOT MEANT TO BE SEEN OR UNDERSTOOD BY HUMAN KIND,

SOMETHING INDEED THAT SHOULD NEVER HAVE BEEN.

IT HAS TAKEN POSSESSION OF HIS MIND AND SOUL AND TURNED HIM INTO A TOOL FOR ITS DEVILISH DESIGNS.

THUS ENCHANTED, THE CHIEF HAS BROKEN THE HOLY SEAL OF THE OLD ONES. THIS SEAL GUARDED THE GREATEST OF ALL SECRETS - THE FUNDAMENTAL POWER OF ALL EXISTENCE, ALL NON-EXISTENCE, AND EVERYTHING IN BETWEEN. KNOWLEDGE OF THIS SECRET CONFERS THE POWER TO CREATE WORLDS AND GODS - AND TO DESTROY THEM.

NOW THE KEY TO ALL CREATION HAS BEEN SHATTERED, AND HARMONY AND ORDER HAVE DESERTED THE WORLD. CHAOS AND ANARCHY ARE UNCONFINED."

"BUT WHAT WILL HAPPEN NOW?", ASKS OUR HERO, HOARSELY.

"UNLESS THE PIECES OF THE SEAL ARE JOINED TOGETHER OVER THE HOLY FIRE AT THE TIME OF THE SUMMER SOLSTICE, THEN EVEN ANARCHY AND CHAOS WILL CEASE TO EXIST, CREATION ITSELF WILL COME TO AN END AND NOTHINGNESS WILL REIGN ETERNAL."

"THEN THERE IS NO TIME TO LOSE. WHAT MUST WE DO?"

"WHEN THE CHIEF SORCERER BROKE THE SEAL HE ENLISTED THE AID OF FOUR MIGHTY ADEPTS, TWISTING THEIR BEINGS JUST AS THE EVIL FORCE HAD MOULDED HIM. THUS ASSISTED, HE FRAGMENTED THE SEAL INTO ITS SEVEN CONSTITUENT PARTS, EACH OF WHICH HOLDS DIFFERENT SECRET POWERS. HE THEN DIVIDED THE SEVEN SPLINTERS AMONGST THE FIVE OF THEM, EACH SORCERER BECOMING GREATLY AUGMENTED BY THE POTENCY OF THE MYSTIC SHARDS.

"SO TO FREE MY LAND I MUST REGAIN THESE SEVEN FRAGMENTS, AND REJOIN THEM TO RETURN THIS EVIL WHENCE IT CAME?", SAYS OUR HERO GRIMLY.

"THE HOLY SEAL MUST BE REJOINED IN A PARTICULAR WAY IF HARMONY AND BALANCE ARE TO RETURN TO THE WORLD. IF THE COMBINATION IS WRONG, THERE WILL BE DREADFUL CONSEQUENCES.

THE PIECES OF THE SEAL ARE THE BASIS OF ALL CREATION; REJOINED IN THE CORRECT WAY THEY ARE THE VERY FOUNDATION OF OUR WORLD'S ORDER.

THE EVIL CHIEF SORCERER AND HIS HENCHMEN ARE PLANNING TO RE-ASSEMBLE THE SEAL IN A DIFFERENT CONFIGURATION ON THE DAY OF THE SUMMER SOLSTICE. IF THEY SUCCEED, THEN EVIL, NAMELESS GODS AND THEIR CREATURES WILL INVADE OUR WORLD AND PLUNGE IT INTO A SEA OF BLOOD AND TEARS. THEN ALL MANKIND WOULD BE CONDEMNED TO BE SLAVES FOR ALL ETERNITY. YOU ARE OUR ONLY HOPE. IF YOU FAIL, ALL LIVING CREATURES, EVEN THEIR VERY SOULS, ARE DOOMED."

ONCE THE PRIESTESS SPEAKS THESE WORDS HER FACE FADES, AND THE MAGICAL FLAMES DIE DOWN. OUR HERO LOOKS

AROUND AND SEES THAT DAWN IS ALREADY CASTING ITS PALE LIGHT INTO THE CAVE. THE STORM HAS PASSED. HE WAKES ECSTATICA AND TELLS HER OF THE IMAGE IN THE FIRE. HURRIEDLY THEY SET OFF, UP THE STEEP SLOPE. WITH EVERY STEP THEIR FEAR INCREASES, AS THEY CONTEMPLATE WHAT IS AWAITING THEM.

BUT OUR HERO KNOWS WHAT HE HAS TO DO, AND THAT THIS IS TO BE THE GREATEST ADVENTURE OF HIS LIFE...

START UP AND INSTALLATION INSTRUCTIONS

Windows '95

1. START YOUR COMPUTER RUNNING WINDOWS '95.
2. INSERT THE ECSTATICA II CD INTO THE CD-ROM DRIVE. IF YOU HAVE AUTORUN ENABLED, THE 'INSTALLING ECSTATICA II' SCREEN WILL APPEAR. CLICK THE 'NEXT' BUTTON AND FOLLOW THE ON-SCREEN INSTRUCTIONS TO CONTINUE, OR CLICK THE 'CANCEL' BUTTON TO CANCEL THE INSTALLATION.

IF AUTORUN IS NOT ENABLED, PLEASE FOLLOW THESE INSTRUCTIONS:

3. DOUBLE CLICK ON THE MY COMPUTER ICON ON THE WINDOWS '95 DESKTOP.
4. DOUBLE CLICK ON THE CD-ROM DRIVE ICON (USUALLY D).

BE SURE THE ECSTATICA II CD IS IN THE DRIVE. THE GAME MAY START UP AT THIS POINT. IF NOT, PLEASE FOLLOW THESE INSTRUCTIONS:

- A. RIGHT CLICK ON THE CD-ROM DRIVE ICON AND SELECT 'OPEN' FROM THE MENU.
- B. DOUBLE CLICK ON THE SETUP ICON.
- C. FOLLOW ON-SCREEN INSTRUCTIONS.

DOS

1. CHANGE TO YOUR CD-ROM drive in DOS (usually D:) BY TYPING D: (ENTER) AT THE DOS PROMPT.
2. TYPE: INSTALL (THEN PRESS THE ENTER KEY) AND FOLLOW THESE INSTRUCTIONS:

A. YOU WILL FIRST BE PRESENTED WITH THE SOUND CARD SETUP SCREEN.

TO CHOOSE YOUR SOUND CARD, CLICK ON THE SOUND CARD THAT YOU WISH TO SELECT, THEN CLICK ON 'OK' TO CONTINUE.

B. THE NEXT SCREEN THAT IS DISPLAYED IS THE INSTALLATION SCREEN.

TO INSTALL THE GAME TO THE CHOSEN DIRECTORY, PLEASE FOLLOW THESE INSTRUCTIONS:

IF YOU WISH TO INSTALL TO THE DEFAULT DIRECTORY (C:\ECSTAT_2) CLICK ON 'OK'.

TO INSTALL THE GAME TO A DIFFERENT DIRECTORY CLICK ON THE BOX DISPLAYING THE DEFAULT DIRECTORY AND TYPE IN YOUR PREFERRED LOCATION, THEN PRESS ENTER.

ONCE THE GAME HAS FINISHED INSTALLING CLICK ON 'OK' AND THE GAME WILL START AUTOMATICALLY.

3. NEXT TIME YOU WANT TO PLAY ECSTATICA II, GO TO THE DIRECTORY YOU INSTALLED TO (DEFAULT IS C:\ECSTAT_2) AND TYPE: ECSTATIC

IMPORTANT NOTE:

IN ORDER TO INSTALL AND RUN ECSTATICA 2 YOU WILL NEED A MOUSE DRIVER RUNNING IN DOS. MOST PCs COME WITH MOUSE DRIVER SOFTWARE EITHER PRE-LOADED ONTO THE MACHINE, OR SUPPLIED ON A SEPARATE FLOPPY DISK. IF YOU DO NOT HAVE SUCH A DISK, TRY SEARCHING FOR A MOUSE DRIVER FILE ON YOUR HARD DRIVE BY FOLLOWING THESE INSTRUCTIONS:

1. CHANGE TO THE ROOT DIRECTORY OF YOUR HARD DRIVE - C:\

2. TYPE IN - ATTRIB MOUSE.COM /S

3. IF 'FILE NOT FOUND' MESSAGE APPEARS, TRY - ATTRIB MOUSE.EXE /S

4. IF 'FILE NOT FOUND' MESSAGE APPEARS AGAIN, YOU WILL NEED TO OBTAIN A MOUSE DRIVER FROM YOUR PC SUPPLIER.

5. IF THE FILE IS FOUND ON THE HARD DRIVE, MAKE A NOTE OF THE LOCATION E.G. C:\MOUSE\MOUSE.COM

6. TYPE IN - EDIT C:\AUTOEXEC.BAT

7. ADD A LINE AT THE END OF THE FILE WHICH LOADS THE MOUSE DRIVER, E.G. C:\MOUSE\MOUSE.COM

8. SAVE THIS FILE (CLICK FILE, SAVE THEN FILE, EXIT) AND RESTART THE MACHINE.

BEFORE THE GAME BEGINS, THERE IS AN ANIMATED INTRO SEQUENCE. PRESS THE SPACE BAR IF YOU WANT TO SKIP THIS INTRO.

MISSION SUMMARY

THE OBJECT OF YOUR QUEST IS TO RETAKE YOUR CASTLE AND FREE YOUR BETROTHED ECSTATICA FROM THE DEMONIC HORDES. THESE BEINGS ARE EVIL, AND THEY HAVE BROKEN THE SACRED ELDERSIGN WHICH MAINTAINED THE PEACEFUL WORLD ORDER; THEY PLAN TO REFORGE IT IN ANOTHER FORM. THIS WILL SUMMON THE POWER OF THE OLD GODS, CHANGING THE WORLD ORDER AND RESULTING IN CHAOS AND ANARCHY.

TO STOP THEM, YOU MUST DEFEAT THE EVIL ARCHMAGE AND HIS FOUR ASSOCIATES - WARLOCK, SORCERESS, WIZARD AND NECROMANCER. FURTHERMORE, YOU MUST FIND THE SEVEN PIECES OF THE ELDERSIGN (WHICH ARE WELL HIDDEN) AND REUNITE THEM TO RECREATE THE WORLD ORDER. AS YOUR MISSION PROGRESSES, YOU WILL BE ABLE TO DISCOVER WEAPONS AND MAGIC THAT WILL HELP YOU, AND EVEN A WISE PRIESTESS WHO WILL GUIDE YOU THROUGH THE GAME.

BUT DESPITE THIS HELP, YOU'LL NEED YOUR WITS ABOUT YOU TO COMPLETE THE TASKS THAT AWAIT. YOU'RE UP AGAINST THE FORCES OF EVIL AND NOTHING LESS THAN VICTORY WILL DO...

MENUS

IN-GAME MENU

PRESSING THE ESC KEY ONCE THE GAME HAS STARTED WILL BRING UP THE IN-GAME MENU. YOU WILL BE PRESENTED WITH THE FOLLOWING OPTIONS. MOVE THE MOUSE POINTER TO THE OPTION YOU WISH TO SELECT, THEN LEFT CLICK.

START GAME

TAKES YOU TO THE START OF A NEW GAME.

SAVE GAME

ALLOWS YOU TO SAVE YOUR PROGRESS. TAKES YOU TO THE SAVE GAME MENU.

LOAD GAME

ALLOWS YOU TO LOAD A PREVIOUSLY SAVED GAME. TAKES YOU TO THE LOAD GAME MENU.

SETTINGS

ALLOWS YOU TO ALTER SOME OF THE GAME SETTINGS. TAKES YOU TO THE SETTINGS MENU.

QUIT

QUITS THE CURRENT GAME.

CANCEL

RETURNS YOU TO THE GAME.

IMPORTANT NOTE: IN THE DOS VERSION OF THE GAME, YOU WILL ALSO SEE AN 'UNINSTALL' OPTION ON THE IN-GAME MENU. IF YOU SELECT THIS OPTION, YOU WILL BE ASKED IF YOU ARE SURE YOU WISH TO UNINSTALL THE GAME. SELECT 'No' TO RETURN TO THE GAME WITHOUT DELETING ANY FILES. SELECT 'Yes' IF YOU WOULD LIKE TO DELETE THE GAME - THE GAME FILES WILL THEN BE DELETED AND YOU WILL BE RETURNED TO THE DOS PROMPT.

SAVE GAME MENU

MOVE THE MOUSE POINTER TO THE SLOT IN WHICH YOU WISH TO SAVE YOUR CURRENT GAME, THEN LEFT CLICK.

TYPE IN YOUR CHOSEN FILE NAME.

WHEN THE FILE NAME HAS BEEN ENTERED CORRECTLY, LEFT CLICK ON THE 'OK' BUTTON TO CONFIRM. LEFT CLICK ON THE 'CANCEL' BUTTON TO RETURN TO THE IN-GAME MENU WITHOUT SAVING A GAME.

NOTE: IT IS POSSIBLE TO SAVE A GAME USING THE 'Quick Save' FUNCTION. PRESS THE 'S' KEY AT ANY POINT IN THE GAME AND YOUR PROGRESS WILL BE SAVED TO A SLOT CALLED 'Quick Saved Game'.

LOAD GAME

MOVE THE MOUSE POINTER TO THE FILE NAME OF THE SAVED GAME YOU WISH TO LOAD, THEN LEFT CLICK.

LEFT CLICK ON THE 'OK' BUTTON TO CONFIRM. LEFT CLICK ON THE 'CANCEL' BUTTON TO RETURN TO THE IN-GAME MENU WITHOUT LOADING A GAME.

SETTINGS

MOVE THE MOUSE POINTER TO THE OPTION YOU WISH TO CHANGE, THEN LEFT CLICK TO CYCLE THROUGH THE AVAILABLE SETTINGS.

MUSIC

ALLOWS YOU TO TURN THE IN-GAME MUSIC ON OR OFF.

SOUND EFFECTS

ALLOWS YOU TO TURN THE IN-GAME SOUND EFFECTS ON OR OFF.

DIFFICULTY LEVEL

ALLOWS YOU TO SELECT A LEVEL OF DIFFICULTY FROM EASY, MEDIUM OR HARD.

RESOLUTION

ALLOWS YOU TO SET THE SCREEN RESOLUTION TO LOW OR HIGH.

WHEN ALL THE OPTIONS ARE SET TO YOUR SATISFACTION, LEFT CLICK THE 'OK' BUTTON TO CONFIRM.

QUIT MENU

WHEN YOU CHOOSE THIS OPTION, YOU WILL BE PROMPTED TO CONFIRM THAT YOU WOULD LIKE TO QUIT THE GAME. IF YOU WISH TO CONTINUE, LEFT CLICK THE 'YES' BUTTON. IF YOU WISH TO RETURN TO THE IN-GAME MENU WITHOUT QUITTING, LEFT CLICK THE 'NO' BUTTON.

CONTROLS

ECSTATICA 2 IS CONTROLLED USING A KEYBOARD.

'I' KEY

TOGGLE ICON BAR ON AND OFF

RETURN KEY

SWITCH ON ICON PAGE

ESCAPE KEY

VIEW IN-GAME MENU/RETURN TO GAME FROM ICON PAGE

SPACE BAR

PICK UP OBJECTS/ACTIVATE CRYSTAL BALLS

RIGHT ALT KEY

SWAP OR PUT DOWN

LEFT SHIFT KEY

JUMP

'S'

SAVE GAME USING 'QUICK SAVE' FUNCTION
(SEE THE SECTION HEADED 'SAVE GAME MENU' FOR MORE INFORMATION.)

CONTROLLING YOUR CHARACTER - WITHOUT WEAPONS OR MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	DOUBLE PUNCH	180° ELBOW/ FIST SWIPE	FRONT LEFT PUNCH	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	FRONT RIGHT PUNCH	ROUND HOUSE KICK	LEFT UPPER CUT	RIGHT UPPER CUT

CONTROLLING YOUR CHARACTER - WITHOUT WEAPONS BUT WITH MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	DOUBLE PUNCH	180° ELBOW/ FIST SWIPE	FRONT LEFT PUNCH	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	DOUBLE HANDED MAGIC LIGHTENING (MEDIUM POWER)	SMART BOMB (STRONG POWER)	LEFT HANDED MAGIC FIRE BOMBS (WEAK POWER)	RIGHT UPPER CUT

CONTROLLING YOUR CHARACTER - WITH WEAPONS BUT WITHOUT MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	FRONT STAB	180° BACK SWIPE	SWIPE	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	FORWARD LEFT PUNCH	360° SWIPE	HIGH HEAD KICK	ROUND HOUSE KICK

CONTROLLING YOUR CHARACTER - WITH WEAPONS AND MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	FRONT STAB	180° BACK SWIPE	SWIPE	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	360° SWIPE	SMART BOMB (STRONG POWER)	LEFT HANDED MAGIC FIRE BOMBS (WEAK POWER)	ROUND HOUSE KICK

CONTROLLING YOUR CHARACTER - SWIMMING WITHOUT WEAPONS

ARROW KEYS	▲	▼	◀	▶
	Swim FORWARDS	Swim BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	Swim PUNCH LEFT	180° ELBOW/FIST BACK SWIPE	LEFT SWIM PUNCH	RIGHT SWIM PUNCH
ARROW KEYS + LEFT ALT *	Swim PUNCH LEFT	180° ELBOW/FIST BACK SWIPE	LEFT SWIM PUNCH	RIGHT SWIM PUNCH
ARROW KEYS + CTRL + LEFT ALT *	Swim PUNCH LEFT	180° ELBOW/FIST BACK SWIPE	LEFT SWIM PUNCH	RIGHT SWIM PUNCH

* USING ARROW KEYS AND CTRL

NOTE: It is NOT POSSIBLE TO PICK UP OR PUT DOWN OBJECTS WHILE IN WATER.

CONTROLLING YOUR CHARACTER - SWIMMING WITH A WEAPON

ARROW KEYS	▲	▼	◀	▶
	Swim FORWARDS	Swim BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	FRONT SWIPE	180° BACK SWIPE	FRONT SWIPE	FRONT SWIPE
ARROW KEYS + LEFT ALT *	FRONT SWIPE	180° BACK SWIPE	FRONT SWIPE	FRONT SWIPE
ARROW KEYS + CTRL + LEFT ALT *	FRONT SWIPE	180° BACK SWIPE	FRONT SWIPE	FRONT SWIPE

* USING ARROW KEYS AND CTRL

CONTROLLING YOUR CHARACTER - WITH MAGIC WEAPON BUT NO MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	WAND MAGIC	180° BACK SWIPE	SWIPE	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	FORWARD LEFT PUNCH	360° SWIPE	HIGH HEAD KICK	ROUND HOUSE KICK

CONTROLLING YOUR CHARACTER - WITH MAGIC WEAPON AND MAGIC

ARROW KEYS	▲	▼	◀	▶
	RUN FORWARDS	WALK BACKWARDS	TURN LEFT	TURN RIGHT
ARROW KEYS + CTRL	WAND MAGIC	180° BACK SWIPE	SWIPE	FRONT CHOP KICK
ARROW KEYS + LEFT ALT	FRONT FLIP	BACK FLIP	LEFT ROLL	RIGHT ROLL
ARROW KEYS + CTRL + LEFT ALT	SMART BOMB (STRONG POWER)	360° SWIPE	LEFT HANDED MAGIC FIRE BOMBS (WEAK POWER)	ROUND HOUSE KICK

ICON BAR AND ICON PAGE

THE ICON BAR CAN BE TOGGLED ON OR OFF USING THE 'I' KEY.

THE ICON PAGE CAN BE VIEWED BY PRESSING THE RETURN KEY AT ANY TIME DURING THE GAME. PRESS THE ESCAPE KEY TO RETURN TO THE GAME.

ICON BAR

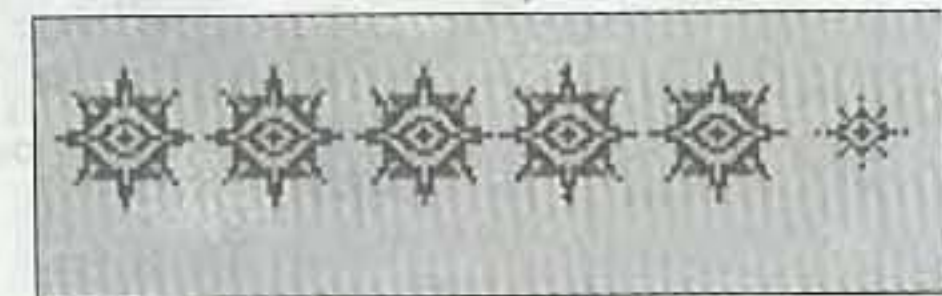
1. LIFE ENERGY BAR



THE LIFE ENERGY BAR IS REDUCED EACH TIME YOU ARE INJURED. THE BAR SHRINKS FROM RIGHT TO LEFT. ONCE ALL YOUR ENERGY (YELLOW) IS DEPLETED, YOU WILL DIE. DURING THE GAME, YOU MAY DISCOVER ITEMS WHICH WILL INCREASE YOUR LIFE ENERGY CAPACITY. WHEN THIS HAPPENS, YOUR LIFE ENERGY WILL INCREASE.

ONCE YOU'VE COLLECTED 30 000 POINTS WORTH OF TREASURE, YOU CAN BUY YOURSELF SOME MORE LIFE ENERGY BY PRESSING THE 'F12' KEY. THIS WILL REPLENISH YOUR LIFE ENERGY IN RETURN FOR THE TREASURE.

2. MAGIC ENERGY



MAXIMUM MAGIC ENERGY IS SHOWN BY 6 LARGE STARS. EACH STAR HAS 3 STATES: SMALL STAR, MEDIUM STAR AND LARGE STAR.

IT COSTS 1 SMALL STAR TO FIRE A SMALL FIRE BALL (WEAK POWER). IT COSTS 1 MEDIUM STAR TO FIRE A MEDIUM FIRE BALL (MEDIUM POWER). IT COSTS 1 LARGE STAR TO FIRE A SMART BOMB (STRONG POWER).

IF YOU HAVE MAXIMUM MAGIC ENERGY, YOU CAN SHOOT EITHER 18 SMALL FIRE BALLS, 9 MEDIUM FIRE BALLS OR 6 SMART BOMBS.

OF COURSE, YOU CAN MIX THEM AS YOU WISH.

WHEN NO STARS ARE SHOWN, YOUR MAGIC IS GONE AND YOU WILL HAVE TO COLLECT MORE. YOU WON'T HAVE ANY MAGIC WHEN YOU START THE GAME.

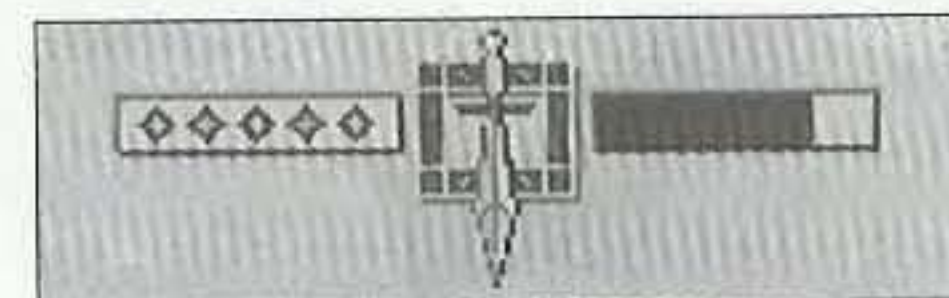


3. POWER

SOMEWHERE WITHIN THE GAME, YOU MAY FIND SPECIAL ITEMS WHICH DOUBLE YOUR PHYSICAL STRENGTH. WHEN THIS HAPPENS, THE POWER ICON

WILL APPEAR. YOU DO NOT HAVE THIS EXTRA STRENGTH WHEN YOU BEGIN THE GAME.

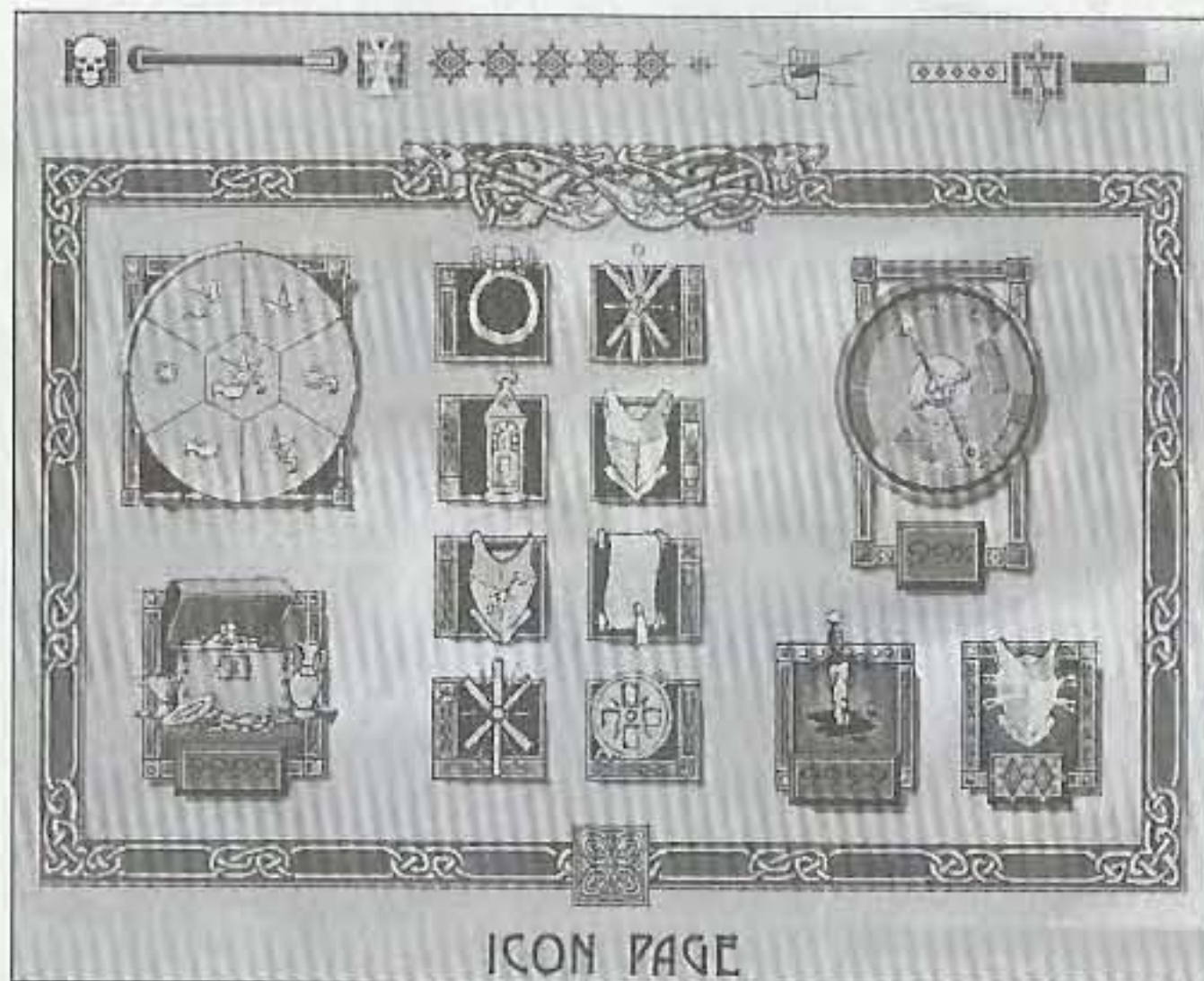
4. WEAPON(S) IN USE



INDICATES WHETHER YOU ARE USING A STABBING WEAPON, A MAGIC WEAPON OR YOUR BARE HANDS. THE DIAMONDS ON THE LEFT OF THE ICON INDICATE THE STRENGTH OF A WEAPON; THE BAR ON THE RIGHT INDICATES HOW MUCH MAGIC ENERGY YOU HAVE REMAINING ON A WEAPON.

WHEN USING A MAGIC SWORD, THE DIAMOND INDICATORS ON THE LEFT SHOW HOW STRONG THE SWORD IS WITH MAGIC. ONCE THE MAGIC IS USED UP, THERE WILL BE FEWER STRENGTH DIAMONDS BECAUSE THE SWORD WILL BE WEAKER.

ICON PAGE



5. EXPLORATION SCORE

SHOWS YOU HOW MUCH OF THE WORLD YOU HAVE DISCOVERED AS A PERCENTAGE.



6. ARMOUR

WITHIN THE GAME, YOU MAY FIND SPECIAL ITEMS WHICH WILL MAKE YOU LESS VULNERABLE TO ATTACK. WHEN THIS HAPPENS, THIS ICON WILL BE MARKED WITH A DIAMOND. YOU CAN HAVE A MAXIMUM OF 2 DIAMONDS.



7. KILLS

SHOWS THE NUMBER OF KILLS YOU HAVE TO YOUR NAME.



8. TREASURE

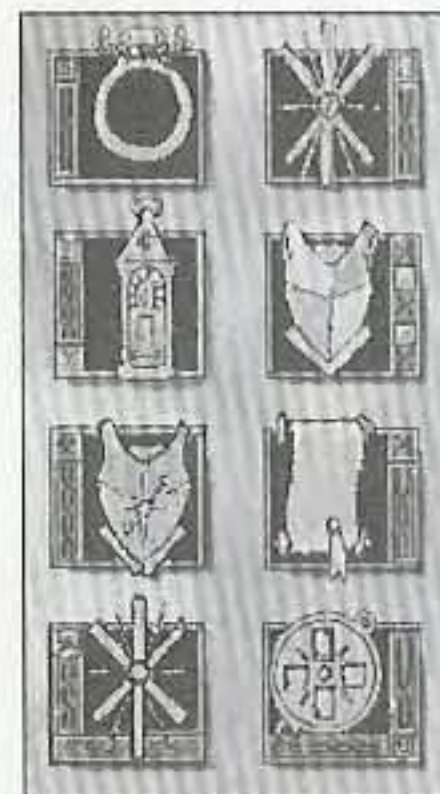
SHOWS THE VALUE OF YOUR COLLECTED TREASURE.



ONCE YOU'VE COLLECTED 30 000 POINTS WORTH OF TREASURE, YOU CAN BUY YOURSELF SOME MORE LIFE ENERGY BY PRESSING THE 'F12' KEY. THIS WILL REPLENISH YOUR LIFE ENERGY IN RETURN FOR THE TREASURE.

9. PERMANENT ITEMS

YOU NEED TO FIND THESE ITEMS TO COMPLETE THE GAME. WITHOUT THEM, YOU WON'T BE ABLE TO PASS CERTAIN DOORS OR DEFEAT MAIN ENEMIES. WHENEVER YOU COLLECT ONE OF THESE 8 ITEMS, THE APPROPRIATE ICON WILL BE HIGHLIGHTED - IT WILL REMAIN HIGHLIGHTED FOR THE REST OF THE GAME.



MANY OF THESE ITEMS ARE KEPT BY THE MAIN ENEMIES - YOU WILL HAVE TO DEFEAT THE ENEMY BEFORE YOU CAN COLLECT THE ITEM. THE WISE PRIESTESS WILL OFTEN INDICATE WHICH ITEMS CAN BE FOUND WHERE.

10. ELDETSIGN PIECES

SHOWS HOW MANY ELDETSIGN PIECES YOU HAVE COLLECTED. COLLECTED PIECES WILL REMAIN HIGHLIGHTED FOR THE REST OF THE GAME.



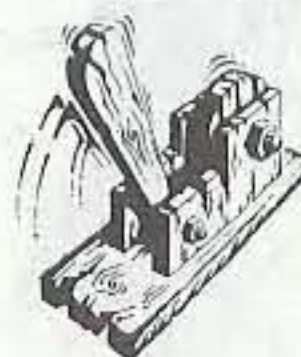
EACH TIME YOU COLLECT A PIECE OF THE ELDETSIGN, ONE OF YOUR PHYSICAL ATTRIBUTES (LIFE ENERGY, STRENGTH OR MAGIC) WILL BE INCREASED.

ONCE YOU FIND YOURSELF TELEPORTED INTO THE DARK TOWER, YOU'LL FACE A RACE AGAINST TIME TO COMPLETE

THE PUZZLE LEVELS AND GAIN THE LAST PIECE OF THE ELDERSIGN. IF YOUR TIME RUNS OUT, YOU WILL HAVE FAILED IN YOUR QUEST.

ONCE YOU HAVE COLLECTED ALL 7 PIECES OF THE ELDERSIGN, YOU CAN CONFRONT THE FINAL ENEMY, THE ARCHMAGE. HOWEVER, BEFORE YOU DO SO, YOU SHOULD ENSURE YOU'VE FOUND THE CODE SCROLL - THE DOCUMENT WHICH WILL TELL YOU HOW TO CONSTRUCT THE ELDERSIGN IN ITS CORRECT FORM.

OBJECTS AND ITEMS



LEVERS

LEVERS CAN BE FOUND THROUGHOUT THE GAME. THEY CAN OPEN PORTCULLISES, DOORS AND SECRET PASSAGES. SOMETIMES YOU WILL FIND LEVERS OF DIFFERENT COLOURS - THEY CAN'T BE ACTIVATED UNTIL YOU'VE PERFORMED A CERTAIN TASK.

SOME LEVERS HAVE A KEYHOLE NEXT TO THEM. TO ACTIVATE THESE LEVERS, THE CORRECT KEY NEEDS TO BE USED TO UNLOCK THE LEVER.

WHEN A LEVER IS ACTIVATED, THE WHEEL SPINS AND THE BAR MOVES UNTIL IT'S POINTING BACKWARDS.

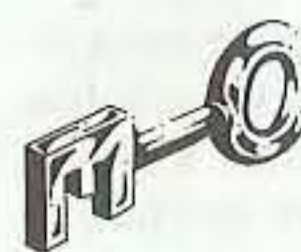


SWITCHES

SWITCHES USUALLY OPEN PORTCULLISES OR DOORS, AND THEY CAN BE OF DIFFERENT COLOURS. OFTEN, YOU WILL NEED TO PERFORM A CERTAIN TASK BEFORE THE SWITCH CAN BE ACTIVATED.

WHEN A SWITCH HAS BEEN ACTIVATED, THE GARGOYLE'S TONGUE STARTS MOVING AND SOMETIMES THE EYES WILL TURN RED. OCCASIONALLY, THE ENTIRE SWITCH COLOUR WILL CHANGE TO INDICATE THAT THE SWITCH CAN NOW BE ACTIVATED.

THERE MAY BE A KEYHOLE BY THE SWITCH. IF THIS IS THE CASE, YOU WILL NEED TO FIND THE CORRECT KEY. THERE MAY ALSO BE A SPOKEN MESSAGE INDICATING WHETHER A SWITCH OR LEVER IS ACTIVE OR NOT.



KEYS

A KEY IS OFTEN NEEDED TO UNLOCK A DOOR OR PORTCULLIS, OR ACTIVATE A LEVER OR SWITCH. THE KEY'S COLOUR WILL OFTEN MATCH ITS CORRESPONDING KEYHOLE.

SECRET LEVERS

SOMETIMES A NORMAL LOOKING OBJECT - A TORCH FOR EXAMPLE - CAN TURN OUT TO BE A DISGUISED SECRET LEVER, SO LOOK CAREFULLY.



CABINETS AND CHESTS

CABINETS AND CHESTS CAN BE FOUND ALL OVER THE PLACE - THEY OFTEN CONTAIN USEFUL ITEMS.

BEWARE THOUGH - YOU COULD FIND MORE THAN YOU BARGAINED FOR...

TO OPEN A CHEST OR CABINET, SIMPLY KICK, PUNCH OR HIT IT.

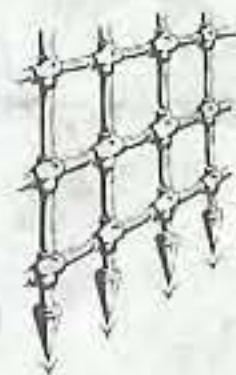


DOORS

NORMAL DOORS (THEY'RE THE BROWN ONES) CAN BE OPENED WHEN YOU HIT THEM WITH A KICK OR A PUNCH. THEY WILL EITHER OPEN IMMEDIATELY OR AFTER A FEW STRIKES DEPENDING ON YOUR STRENGTH. ONCE A DOOR HAS BEEN OPENED, IT CAN'T BE CLOSED AGAIN. MONSTERS CAN ALSO

OPEN BROWN DOORS SO DON'T THINK YOU'RE SAFE JUST BECAUSE YOU SEE ONE THAT'S SHUT.

THERE ARE ALSO DOORS WITH RED OR BLUE MARKINGS WHICH ARE SEALED BY MAGIC. INITIALLY, YOU WON'T BE ABLE TO OPEN THESE. LATER IN THE GAME, PERHAPS.....



PORTCULLISES

PORTCULLISES CAN BE OPENED BY PRESSING THE CORRECT SWITCH. IF THE SWITCH HAS A KEY-HOLE NEXT TO IT, THE RIGHT KEY MUST BE FOUND. IT'S ALSO POSSIBLE THAT A PORTCULLIS FORMS PART OF A TRAP - YOU MAY NOT BE ABLE TO GET THROUGH UNTIL THE SECRET IN THAT LOCATION HAS BEEN SOLVED (BY KILLING A CERTAIN MONSTER, FOR EXAMPLE).



CRYSTAL BALLS

CRYSTAL BALLS ARE USUALLY FOUND NEAR TO PIECES OF THE ELDELSIGN, CLOSE TO MAIN MAGICIANS (WARLOCK, SORCERESS, WIZARD OR NECROMANCER) OR NEAR OTHER IMPORTANT LOCATIONS.

WHEN A CRYSTAL BALL IS LIT, USING THE SPACE BAR TO TOUCH THE BALL WILL CONJURE UP AN APPARITION OF THE WISE PRIESTESS WHO WILL HINT AT WHAT YOU MUST DO NEXT.

WHEN YOU FIND A CRYSTAL BALL THAT ISN'T LIT, IT MEANS THERE IS SOME TASK YOU STILL NEED TO CARRY OUT SUCH AS KILLING A CERTAIN MONSTER OR COLLECTING A PARTICULAR ITEM.

MAKE SURE YOU TAKE NOTE OF ALL INFORMATION GATHERED FROM THE CRYSTAL BALLS AS THEY ARE YOUR MAIN GUIDES THROUGH THE GAME.



TELEPORTERS

NORMAL TELEPORTERS (IF TELEPORTERS CAN EVER BE THOUGHT OF AS 'NORMAL'...) ARE MARKED BY 2 TO 4 GREY DEVILS HOLDING A BALL ABOVE THEIR HEADS. HOWEVER, THEY CAN HAVE OTHER DESIGNS SUCH AS SPINNING DISCS OR... WELL, SOMETIMES THEY'RE

DISGUISED. YOU MIGHT ONLY REALISE YOU'VE FOUND ONE AS YOU STEP INTO IT. A FEW TELEPORTERS WORK BOTH WAYS, BUT MOST WILL JUST TAKE YOU ONE WAY TO ANOTHER LOCATION.

TELEPORTERS CAN BE USEFUL FOR SHORT CUTS ONCE YOU ARE FAMILIAR WITH A LOCATION.

TREASURE

TREASURE CAN BE FOUND THROUGHOUT THE GAME.

THERE ARE 12 DIFFERENT TYPES OF TREASURE WITH DIFFERENT VALUES.

COLLECTING ITEMS OF TREASURE WILL GIVE YOU SOME LIFE ENERGY. THE MORE VALUABLE THE ITEM, THE MORE LIFE ENERGY YOU WILL GET. ONCE YOU'VE COLLECTED 30 000 POINTS WORTH OF TREASURE, YOU CAN REPLENISH ALL YOUR LIFE ENERGY BY PRESSING THE 'F12' KEY.



COINS



RED GEM



BLUE GEM



WRISTBAND



BIG CHALICE



SMALL CHALICE



RING



NECKLACE



TROPHY



SCEPTRE



TIARA



CROWN

WEAPONS

WHEN YOU BEGIN THE GAME, YOU HAVE NO WEAPONS.

THERE ARE 6 DIFFERENT CONVENTIONAL WEAPONS TO FIND IN THE GAME - FROM THE WEAKEST TO THE STRONGEST, THESE ARE: NORMAL SWORD, SILVER SWORD, MACE, AXE, BARBED SWORD AND GOLD SWORD. YOU SHOULD REMEMBER THAT THE SILVER SWORD HAS A FURTHER SPECIAL FUNCTION, AS IT'S THE ONLY WEAPON THAT CAN BE USED TO KILL ONE SPECIFIC CREATURE...

YOU CAN ALSO FIND 2 TYPES OF MAGIC WEAPONS - A GREEN SWORD (WEAK POWER) AND A PURPLE SWORD (STRONG POWER). THE MAGIC ENERGY REMAINING ON THIS TYPE OF WEAPON IS INDICATED TO THE RIGHT OF THE WEAPON ICON ON THE ICON BAR. ONCE THE MAGIC IS USED UP, THE WEAPON BECOMES MUCH HEAVIER!

THERE ARE ALSO 2 MAGIC WANDS - A SILVER WAND AND A GOLDEN WAND - WHICH SHOOT MAGIC IN THE FORM OF A FIREBALL. LIKE THE MAGIC SWORDS, THE REMAINING MAGIC ENERGY IS INDICATED TO THE RIGHT OF THE WEAPON ICON ON THE ICON BAR. ONCE THE MAGIC IS USED UP, A WAND BECOMES PRETTY USELESS.



NORMAL SWORD



SILVER SWORD



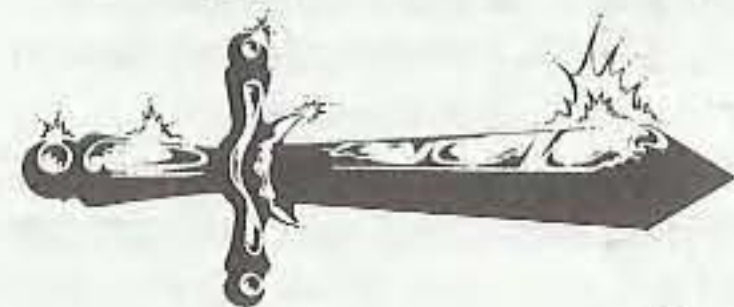
MACE



AXE



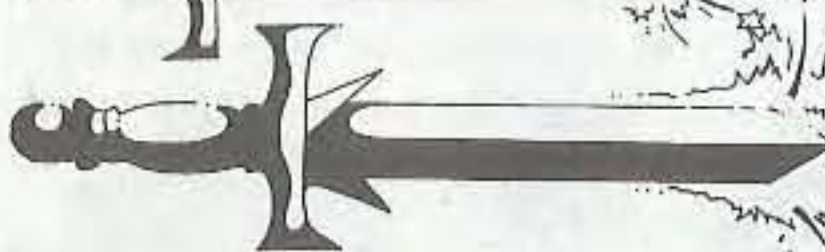
BARBED SWORD



GOLD SWORD



GREEN SWORD (WEAK POWER)

PURPLE SWORD
(STRONG POWER)

SILVER WAND



GOLD WAND



POTIONS

VARIOUS POTIONS CAN BE FOUND THROUGHOUT THE GAME - DRINKING THEM CAN PRODUCE DIFFERENT EFFECTS. A POTION CAN GIVE YOU HEALTH, IT COULD MAKE YOU INVISIBLE, OR IT MIGHT POISON YOU. SOME POTIONS ARE STRONGER THAN OTHERS - FOR EXAMPLE, YOU MIGHT GET A SMALL AMOUNT OF LIFE ENERGY BACK OR YOUR ENTIRE ENERGY BAR COULD BE RESTORED.

TO DISCOVER WHICH POTION DOES WHAT, YOU'LL JUST HAVE TO EXPERIMENT. SOME OF THEM CAN HAVE UNPREDICTABLE RESULTS, BUT IT'S WORTH THE RISK -

YOU COULD END UP WITH SOME MAGIC ENERGY. IF YOU ARE UNLUCKY ENOUGH TO DRINK A POISONED POTION, BE QUICK, AS YOU ONLY HAVE A CERTAIN AMOUNT OF TIME TO FIND ANOTHER POTION TO COUNTERACT IT.

TO PICK UP A POTION, PRESS THE SPACE BAR WHEN YOU'RE STANDING IN FRONT OF THE BOTTLE. YOU WILL AUTOMATICALLY PICK IT UP AND DRINK IT.



MAGIC SCROLLS

WHEN A MONSTER DIES, IT MAY SPAWN A POTION OR A MAGIC SCROLL. SCROLLS HAVE DIFFERENT COLOURS ACCORDING TO THEIR STRENGTH. THERE ARE WEAK, MEDIUM AND STRONG MAGIC SCROLLS.

TO PICK UP A SCROLL, PRESS THE SPACE BAR WHEN IT'S FLOATING IN FRONT OF YOU. YOU WILL THEN RECEIVE AN AMOUNT OF MAGIC ENERGY, UNLESS OF COURSE YOU ARE ALREADY ON MAXIMUM MAGIC ENERGY.



OTHERS

THERE ARE PLENTY OF OTHER OBJECTS AND ITEMS WHICH YOU WILL NEED IN ORDER TO SOLVE PUZZLES, PASS SECRET DOORS OR KILL CERTAIN MONSTERS, SO KEEP YOUR EYES OPEN.

AS A GENERAL RULE, MOST OBJECTS WHICH CAN BE PICKED UP OR USED WILL GLOW OR FLASH. HOWEVER, A FEW DON'T DO THIS (FOR EXAMPLE, MOST OF THE WEAPONS) SO MAKE SURE YOU LOOK CAREFULLY.

YOU MIGHT SOMETIMES FIND ITEMS (WEAPONS FOR EXAMPLE) WHICH ARE SIMILAR TO ONES ALREADY ACQUIRED BUT IMPOSSIBLE TO PICK UP. THIS MEANS THEY ARE BROKEN AND ARE USELESS TO YOU. DON'T GET TOO FRUSTRATED THOUGH - THERE ARE PLENTY OF THINGS YOU CAN USE IN THE GAME, SO KEEP YOUR EYES OPEN.

MAGIC

THERE ARE 2 DIFFERENT TYPES OF USABLE MAGIC IN THE GAME. YOU CAN PICK UP A MAGIC WEAPON (SWORD OR WAND), OR YOU CAN USE MAGIC YOURSELF (WHEN COLLECTED).

A WEAPON'S MAGIC ENERGY INDICATOR CAN BE FOUND TO THE RIGHT OF THE WEAPON ICON ON THE ICON BAR.

YOUR OWN MAGIC ENERGY INDICATOR CAN BE FOUND IN THE MIDDLE OF THE ICON BAR AND CONSISTS OF UP TO 6 RED STARS. 6 BIG STARS INDICATES MAXIMUM MAGIC ENERGY. YOU ARE ABLE TO USE 3 DIFFERENT MAGIC ATTACKS: WEAK FIREBALLS WHICH COST 1 SMALL STAR, MEDIUM FIREBALLS WHICH COST 1 MEDIUM STAR (THESE CAN ONLY BE FIRED IF YOU DON'T HAVE A WEAPON), AND SMART BOMBS WHICH COST 1 BIG STAR.

IF YOU ONLY HAVE A SMALL OR MEDIUM STAR LEFT, YOU WON'T BE ABLE TO LAUNCH A SMART BOMB.

IF YOU ONLY HAVE A SMALL STAR LEFT, YOU CAN ONLY LAUNCH A WEAK FIREBALL.

CREATURES

THERE ARE OVER 60 DIFFERENT CREATURES IN THE GAME.

WHEN KILLING A MONSTER, THERE IS A GOOD CHANCE THE DEAD CREATURE WILL SPAWN AN OBJECT WHICH COULD BE USEFUL. THESE ITEMS INCLUDE POTIONS, SCROLLS AND KEYS.

MOST OF THE CREATURES CAN BE CONFRONTED WITH A STABBING WEAPON, BUT A FEW SHOULD ONLY BE TACKLED AT SOME DISTANCE USING MAGIC OR A MAGIC WAND. YOU'LL HAVE TO FIND OUT FOR YOURSELF WHICH WEAPONS WORK ON WHICH CREATURES.

OTHER THAN THE PRIESTESS, THE VILLAGERS AND THE FAIRIES, ALL CREATURES IN THE GAME ARE PRETTY HOSTILE.

WHEN YOU SEE A FAIRY, TRY AND HIT IT AS IT WILL GIVE YOU BACK SOME LIFE ENERGY.

MAIN ENEMIES

TO COMPLETE THE GAME, YOU MUST DEFEAT THE INFERNAL ALLIANCE WHICH IS ATTEMPTING TO RULE OVER THE WORLD.



THE WARLOCK

PHYSICALLY THE WEAKEST OF THE EVIL FIVE. NEVERTHELESS, HIS KNOWLEDGE OF WITCHCRAFT AND DARK MAGIC IS NOT TO BE UNDERESTIMATED. RUMOURS SAY HE ONCE FOUND AN ANCIENT SCROLL FROM WHICH A 'DOPPELGANGER SPELL' CAN BE LEARNED...



THE SORCERESS

THE 'FEMME FATALE' OF THIS MONSTROUS QUINTET. PEOPLE SAY SHE BEWITCHES INNOCENT WANDERERS WITH HER BEAUTY THEN BECKONS THEM TO FOLLOW HER THROUGH HER DEADLY LABYRINTH WHERE SHE ENCHANTS THEM AND PLANTS THEIR SOULS IN HER GARDEN. WITH HER ARMY OF AMAZON WARRIORS SHE RULES THE WILDERNESS. HER POWERFUL MAGIC GIVES HER CONTROL OVER NATURE AND ITS ELEMENTS.



THE WIZARD

THE ADEPT OF THE ARCHMAGE. SOON HIS STUDIES WILL BE COMPLETE AND HE WILL TAKE HIS PLACE NEXT TO HIS MASTER'S THRONE. HIS PHYSICAL STRENGTH IS AS POWERFUL AND DEADLY AS HIS FIENDISH WIZARDRY. YOU'LL BE DOOMED IF YOU FACE HIM WITHOUT ANY MAGICAL HELP.



THE NECROMANCER

LORD OF THE UNDERWORLD. HE HAS THE POWER TO CONTROL THE DEAD AND THEIR DAMNED SOULS. HE IS GUARDED BY A BLASPHEMING ARMY OF HELLISH ORIGIN.



THE ARCHMAGE

THE ULTIMATE OVERFIEND. LITTLE IS KNOWN ABOUT HIM. NOBODY KNOWS HIS POWERS, BUT RUMOURS SAY HE IS (ALMOST) INVINCIBLE...

HINTS

JUMPING

SOME PLACES ARE ONLY ACCESSIBLE BY JUMPING SO DON'T BE DISCOURAGED IF YOU COME TO A DEAD END. ALSO, JUMPING ON LEDGES, WALLS ETC. MAY TAKE MORE EFFORT. IF YOU CAN'T MANAGE STRAIGHT AWAY, TRY 3 OR 4 TIMES AND SEE IF YOU CAN MAKE IT.

WEAPONS

WEAPONS ARE SCATTERED ABOUT THE LAND, SOMETIMES HIDDEN AMONG FURNITURE AND SHRUBBERY. KEEP YOUR EYES OPEN.

PICKING UP/PUTTING DOWN

WHEN YOU HAVE AN ITEM IN YOUR HAND AND YOU COLLECT ANOTHER ONE, THE 2 ITEMS WILL BE SWAPPED ROUND. THE PREVIOUS ITEM WILL AUTOMATICALLY BE PUT ON THE GROUND. SOMETIMES, IF THE GROUND IS COVERED BY AN OBJECT (A DEAD BODY FOR EXAMPLE), THE ITEM ON THE GROUND COULD BE HIDDEN, HOWEVER, IT'S STILL THERE AND CAN BE PICKED UP.

TREASURES

SOME TREASURES ARE HARDER TO GET THAN OTHERS. TRY JUMPING TOWARDS THEM.

FALLING

DEPENDING ON THE HEIGHT, YOU CAN JUMP/FALL OFF STAIRS, WALLS AND SO ON WITH EITHER A SMALL OR A LARGE AMOUNT OF DAMAGE. ABOVE A CERTAIN HEIGHT, HOWEVER, YOU WILL SIMPLY DIE. BE WARNED!

STAIRS

BE CAREFUL WHEN YOU WALK UP STAIRS. IT'S EASY TO FALL DOWN WHEN YOU'RE RUNNING.

SECRETS

OFTEN, YOU MUST STUDY AN OBJECT CLOSELY BEFORE IT DOES ANYTHING. FOR EXAMPLE, IF YOU PRESS A SWITCH BECAUSE YOU THINK IT WILL OPEN A NEARBY PORTCULLIS, YOU MAY HAVE TO MOVE VERY CLOSE TO THE PORTCULLIS BEFORE IT WILL OPEN.

PASSAGES

WHEN YOU FIND YOURSELF IN A PASSAGEWAY, MAKE SURE YOU SEARCH EVERYWHERE CAREFULLY AS THERE MAY BE EXITS YOU CAN'T SEE STRAIGHT AWAY.

GENERAL TIP

SAVE THE GAME AS OFTEN AS YOU CAN TO AVOID HAVING TO REPLAY HUGE CHUNKS IF YOU GET KILLED. THIS WILL ALSO GIVE YOU CHANCE TO TRY SOMETHING ELSE WHEN YOU THINK YOU MAY HAVE DONE SOMETHING WRONG.

MAP

WITHIN THE GAME'S PACKAGING, YOU SHOULD FIND A MAP WHICH SHOWS YOU THE ENTIRE WORLD OF ECSTATICA II. MARKED ON THE MAP ARE MANY OF THE IMPORTANT LOCATIONS YOU WILL NEED TO DISCOVER WHILE PLAYING THE GAME. MAKE SURE YOU STUDY IT CLOSELY AND KEEP TRACK OF WHERE YOU ARE AS IT IS THE ONLY NAVIGATION GUIDE YOU WILL HAVE.

CREDITS

AN ANDREW SPENCER STUDIOS GAME

STORY AND WORLD DESIGN

MARCUS WAGENFÜHR

ANIMATION AND CHARACTERS

DAVID LOWRY, KEN DOYLE

SET DESIGNS

NEAL PETTY

BACKGROUNDS

MARCUS WAGENFÜHR

IN-GAME CODE

KEN DOYLE

ADDITIONAL ANIMATIONS

TOM O'FLAHERTY

MUSIC AND SOUND EFX

PC MUSIC

DIRECTED BY

MARCUS WAGENFÜHR

SYSTEM DESIGN AND PROGRAMMING

ANDREW SPENCER

PRODUCERS

GREG DUDDLE, KEVIN HOLLOWAY, NEIL JONES-CUBLEY,
LUCY REED

PROJECT MANAGER

SIMON SHILLETO

PRODUCT MANAGERS

NADIA LAWLOR (UK)

CLEMENS WANGERIN (GERMANY)

THIERRY GENRE (FRANCE)

JANE HICKEY/DAWN WILLIAMS (REST OF WORLD)

PUBLIC RELATIONS

MARK BLEWITT (UK)

INGO ZABOROWSKI (GERMANY)

BENOÎTE LAVIE (FRANCE)

DANA CORTTELL/MARK DAY (US)

QUALITY ASSURANCE

KEVIN TURNER (MANAGER)

JENNY NEWBY, LEE DARBYSHIRE, CRAIG STEVENSON,

THOMAS REES, LEE O'CONNOR

MASTER QUALITY CONTROL

JONATHAN WILD, MARK O'CONNOR

PACKAGING AND MANUAL DESIGN

PETER DYKE

ORIGINAL MANUAL TEXT

MARCUS WAGENFÜHR

MANUAL EDITOR

DAMON FAIRCLOUGH

MANUAL ILLUSTRATIONS

ANDREW SANDOZ

THANKS TO:

STEPHEN DONALDSON

JONATHAN FARGHER

LIZ SUMNER

JEREMY GAYWOOD

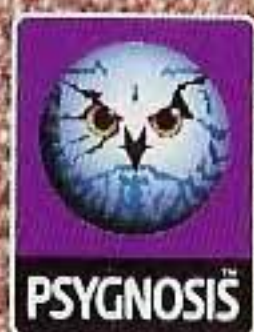
ANDREA FALCONE

NEIL TAYLOR

ANTONIO MISCELLANEO

STEVE OLDACRE

PORTIONS © COPYRIGHT 1993-1997, SCITECH SOFTWARE.



PSYGNOSIS LIMITED, NAPIER COURT,
WAVERTREE TECHNOLOGY PARK, LIVERPOOL, L13 1HD

DEVELOPED BY ANDREW SPENCER. ECSTATICA II IS A TRADE MARK OF
ANDREW SPENCER. ©1997 ANDREW SPENCER.

PUBLISHED UNDER EXCLUSIVE LICENSE BY PSYGNOSIS LTD.

PSYGNOSIS AND THE PSYGNOSIS LOGO ARE TRADE MARKS OR REGISTERED
TRADEMARKS OF PSYGNOSIS LTD. ALL RIGHTS RESERVED.

PRINTED IN SINGAPORE.